

UNITED STATES PATENT APPLICATION

FOR

**GAMING DEVICE PROVIDING TOUCH ACTIVATED SYMBOL
INFORMATION**

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GAMING DEVICE HAVING TOUCH ACTIVATED SYMBOL INFORMATION

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DESCRIPTION

The present invention relates in general to a gaming device, and more particularly to a gaming device having symbols, wherein a player can touch a symbol and receive information concerning said symbol and other pay information.

BACKGROUND OF THE INVENTION

Gaming device manufactures have long provided gaming machines employing a plurality of reels, wherein the reels each have a plurality of symbols. In these games, the player spins the reels which act independently to produce a random generation of a combination of symbols. If the generated combination, or a portion of the combination,

matches one of a number of predetermined award producing or winning combinations, the player receives an award.

To increase player enjoyment and excitement, and to increase the popularity of the gaming machines, gaming device manufacturers constantly strive to provide players with new types of gaming machines that attract the player and keep the player entertained. One proven way manufacturers use to make their machines more popular is to increase the number and variety of winning combinations and provide more opportunities for the player to win. Providing more variety and opportunities holds the player's interest for a longer time and also enables the manufacturer to have a larger range of payouts for winning combinations. The larger range increases the size of the largest possible payout of the gaming device, and larger payouts tend to attract players.

To increase variety and opportunity, manufacturers have increased the number of possible symbol positions or paystops. Increasing paystops increases the number of different symbols a game can have and increases the number of times a particular symbol can appear. Increasing the number of times that a symbol can appear increases its likelihood of appearance, which affects the payout of a winning combination containing that symbol. Winning combinations that have a rare or low likelihood of appearance tend to have higher payouts.

One way manufactures have increased the number of paystops has been to increase the size of the reel to accommodate more stops. Original gaming machines had approximately ten stops per reel, modern mechanical reels have approximately thirty to thirty five stops per reel and
 5 modern video machines have no physical limit to the number of stops per reel. Another way manufacturers have increased the number of paystops has been to add reels. Original gaming machines had three reels, while modern mechanical machines have employed up to five reels. Video reel machines have not increased the number of reels past five mainly
 10 because five reels create enough diversity to keep the game interesting without becoming too complex for the player to enjoy.

It should be appreciated that gaming machines have become rather complex in comparison to the original three reel, ten stop machine created before 1900. It is well known in the art for the manufacturer to provide pay
 15 information on a payable in accordance with regulation. That is, manufacturers provide a list or payable containing all the different winning combinations of symbols and the awards associated therewith. Such paytables historically and sometimes still appear on the front face of the gaming machine, such as on the glass in a top cabinet of the machine.
 20 However, with more complex video games having multiple paying combinations and different machine configurations, it is not possible to display all necessary information on glass. Therefore, paytables on video

machines are also available through player assistance or help screens as is well known in the art. The known help screens, however, do not provide an intuitive or convenient way to display the paytables.

With multiple paylines on simulated displays, which can have any
5 number of simulated reels and an infinite number of different symbols and symbol combinations, the paytables will accordingly have many symbols and symbol combinations to keep track of. The rapid development of complex games has created a need for an easy method for displaying information on a particular symbol, so that a player can learn its function
10 within the game. Games can structure the symbol combinations to pay from left to right, right to left, or in any position on a line, etc. The symbols can also have special functions such as substituting for another symbol, multiplying wins, or triggering a bonus event. Given the spatial limitations of the simulated displays in which the game preferably displays the
15 payable, paytables often comprise multiple display screens.

Players, in general, wish to play the game and not read paytables. However, players want to know why they won and how much certain combinations pay. Players most likely do not desire to digest an entire payable; rather, they want to find a particular symbol or combination or
20 find all the winning combinations associated with a particular symbol. It is therefore desirable to provide the information that the player wants rather than requiring a player to scroll through pages of information. No known

gaming device provides a quick and easy method for enabling the player to sort through unwanted payable symbols and combinations to find a desired symbol or combination.

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SUMMARY OF THE INVENTION

The present invention provides an apparatus and method for quickly and easily displaying desired payable information to a player of a gaming device. In accordance with the present invention, it is likely that a player desires payable or other information regarding a symbol or combination displayed on the display device; therefore, the display device serves as an excellent index of symbols and combinations of symbols for which a player may likely desire payable or other information. The present invention enables a player to touch any one of the displayed symbols to obtain desired payable information. Hereinafter, "paytable information" refers to the pay for particular symbols and combinations of symbols as well as other desired information, such as bonus round information involving a certain symbol or combination.

In one embodiment of the present invention, the controller of the gaming device stores one or more paytables of information for each and every individual symbol contained on the reels of the gaming device. The display device displays the stored information when the player touches the symbol. The controller of the gaming device preferably stores all payable

information associated with each symbol including, but not limited to: (i) base game pays of the symbol or any combination containing the symbol; (ii) bonus round information such as triggering combinations containing the symbol; (iii) multiplier information involving the symbol; (iv) substitute
5 information involving the symbol; and (v) scatter pay information involving the symbol. The embodiment can maintain the different forms of payable information for a selected symbol on one or more screens or displays.

In an alternative embodiment, the controller of the gaming device stores one or more paytables, wherein each paytable contains information
10 on every and all the symbols. In one example, a single all encompassing payable stores all information for all symbols including, but not limited to: (i) base game pays of all symbols and combinations; (ii) bonus round information such as all triggering symbols and combinations; (iii) all multiplier information; (iv) all substitute information; and (v) all scatter pay
15 information. In another example of the alternative embodiment, a plurality of partially encompassing paytables store information on all of the symbols for one or more, but not all of the types of payable information.

In the alternative embodiment, when the player touches a symbol, the game automatically and immediately scrolls through one of the
20 encompassing paytables to the area of the payable containing the selected information and commands the display device to display the selected area. When multiple encompassing displays contain one or more

types of payable information, the present invention scrolls to and enables the player view each of the areas of each of the types of information containing the selected information.

It is therefore an object of the present invention to provide a gaming
5 device having touch activated symbol or other payable information.

Other objects, features and advantages of the invention will be apparent from the following detailed disclosure, taken in conjunction with the accompanying sheets of drawings, wherein like numerals refer to like parts, elements, components, steps and processes.

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BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a front plan view of a general embodiment of the gaming device of the present invention;

15 Fig. 2 is a schematic block diagram of the electronic configuration of one embodiment of the gaming device of the present invention;

Fig. 3 is a front elevational view of the display device illustrating a touch screen embodiment for activating the payable information of the present invention;

20 Fig. 4 is a front elevational view of the display device and an external roller which illustrates a roller and cursor embodiment for activating the payable information of the present invention;

Fig. 5 is a front elevational view of the display device and a separate perspective view of a remote control device illustrating a remote embodiment for activating the payable information of the present invention;

5 Fig. 6 is a front elevational view of the display device illustrating one example of the configuration and spatial relationship of the payable display relative to the gaming device;

Fig. 7 is a front elevational view of the payable display illustrating one payable embodiment, wherein a separate display includes all
10 information pertaining to a single symbol of the gaming device of the present invention;

Fig. 8A is a front elevational view of the payable display illustrating a second payable embodiment, wherein a separate display includes base game pay information for a single symbol of the gaming device of the
15 present invention;

Fig. 8B is a front elevational view of the payable display illustrating a second payable embodiment, wherein a separate display includes bonus round triggering information for a single symbol of the gaming device of the present invention;

20 Fig. 8C is a front elevational view of the payable display illustrating a second payable embodiment, wherein a separate display includes

multiplier information for a single symbol of the gaming device of the present invention;

Fig. 8D is a front elevational view of the payable display illustrating a second payable embodiment, wherein a separate display includes substitute information for a single symbol of the gaming device of the present invention;

Fig. 8E is a front elevational view of the payable display illustrating a second payable embodiment, wherein a separate display includes scatter information for a single symbol of the gaming device of the present invention;

Fig. 9 is a fragmentary front elevational view of the payable display illustrating a third payable embodiment, wherein a single display includes all information for all symbols of the gaming device of the present invention;

Fig. 10A is a fragmentary front elevational view of the payable display illustrating a fourth payable embodiment, wherein a separate display includes base game pay information for all symbols of the gaming device of the present invention;

Fig. 10B is a fragmentary front elevational view of the payable display illustrating a fourth payable embodiment, wherein a separate display includes bonus round triggering information for all symbols of the gaming device of the present invention;

Fig. 10C is a fragmentary front elevational view of the payable display illustrating a fourth payable embodiment, wherein a separate display includes multiplier information for all symbols of the gaming device of the present invention;

5 Fig. 10D is a fragmentary front elevational view of the payable display illustrating a fourth payable embodiment, wherein a separate display includes substitute information for all symbols of the gaming device of the present invention;

10 Fig. 10E is a fragmentary front elevational view of the payable display illustrating a fourth payable embodiment, wherein a separate display includes scatter information for all symbols of the gaming device of the present invention;

Fig. 11 is a front elevational view of the payable display illustrating a scrolling method of selecting different payable displays; and

15 Fig. 12 is a front elevational view of the payable display illustrating an individual selector method of selecting different payable displays.

DETAILED DESCRIPTION OF THE INVENTION

20 Gaming Device and Electronics

Referring now to the drawings, Fig. 1 generally illustrates a gaming device 10 of one embodiment of the present invention, which is preferably

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a slot machine having the controls, displays and features of a conventional slot machine. Gaming device 10 is constructed so that a player can operate gaming device 10 while standing or sitting. However, it should be appreciated that gaming device 10 can be constructed as a pub-style
5 table-top game (not shown) that a player can operate preferably while sitting. Gaming device 10 can also be implemented as a program code stored in a detachable cartridge for operating a hand-held video game device. Also, gaming device 10 can be implemented as a program code stored on a disk or other memory device which a player can use in a
10 desktop or laptop personal computer or other computerized platform. Gaming device 10 can incorporate any game such as slot, poker or keno. The symbols used on and in gaming device 10 may be in mechanical, electrical or video form.

As illustrated in Fig. 1, gaming device 10 includes a coin slot 12
15 and bill acceptor 14 where the player inserts money, coins or tokens. The player can place coins in the coin slot 12 or paper money in the bill acceptor 14. Other devices could be used for accepting payment such as readers or validators for credit cards or debit cards. When a player inserts money in gaming device 10, a number of credits corresponding to the
20 amount deposited is shown in a credit display 16. The present invention preferably employs or uses credits, however, the present invention is not limited to the use of credits and contemplates employing other units of

value such as money. For purposes of describing and claiming this invention, the term "credit" includes any unit of value such as a gaming device credit or actual money.

After depositing the appropriate amount of money, a player can
5 begin the game by pulling arm 18 or by pushing play button 20. Play button 20 can be any play activator used by the player which starts any game or sequence of events in the gaming device.

Referring to Fig. 1, gaming device 10 also includes a bet display 22 and a bet one button 24. The player places a bet by pushing the bet one
10 button 24. The player can increase the bet by one credit each time the player pushes the bet one button 24. When the player pushes the bet one button 24, the number of credits shown in the credit display 16 decreases by one, and the number of credits shown in the bet display 22 increases by one.

15 Gaming device 10 also has a paystop display 28 which contains a plurality of reels 30, preferably three to five reels and preferably in video form. Gaming device 10 can also be in mechanical form, wherein a separate video display contains the paytable of the present invention. Each reel 30 displays a plurality of symbols such as bells, hearts, martinis,
20 fruits, cactuses, numbers, cigars, letters, bars or other images, which preferably correspond to a theme associated with the gaming device 10. If the reels 30 are in video form, the gaming device 10 preferably displays

the video reels 30 in a display device described below. Furthermore, gaming device 10 preferably includes speakers 34 for making sounds or playing music.

At any time during the game, a player may "cash out" and thereby
5 receive a number of coins corresponding to the number of remaining credits by pushing a cash out button 26. When the player "cashes out," the player receives the coins in a coin payout tray 36. The gaming device 10 may employ other payout mechanisms such as credit slips redeemable by a cashier or electronically recordable cards that keep track of the
10 player's credits.

With respect to electronics, the controller of gaming device 10 preferably includes the electronic configuration generally illustrated in Fig. 2, which has: a processor 38; a memory device 40 for storing program code or other data; a display device 32 (i.e., a liquid crystal
15 display) described below; a plurality of speakers 34; and at least one input device as indicated by block 33. The processor 38 is preferably a microprocessor or microcontroller-based platform that is capable of displaying images, symbols and other indicia such as images of people, characters, places, things and faces of cards. The memory device 40 can
20 include random access memory (RAM) 42 for storing event data or other data generated or used during a particular game. The memory device 40 can also include read only memory (ROM) 44 for storing program code,

which controls the gaming device 10 so that it plays a particular game in accordance with applicable game rules and paytables.

As illustrated in Fig. 2, the player preferably uses the input devices 33, such as the arm 18, play button 20, the bet one button 24 and the cash out button 26 to input signals into gaming device 10. The present invention preferably employs a touch screen 46 and an associated touch screen controller 48. Touch screen 46 and touch screen controller 48 are connected to a video controller 50 and processor 38. The display device can alternatively not contain a touch screen 46 or a touch screen controller 48. A player can make decisions and input signals into the gaming device 10 by touching touch screen 46 at the appropriate places. As further illustrated in Fig. 2, the processor 38 can be connected to coin slot 12 or bill acceptor 14. The processor 38 can be programmed to require a player to deposit a certain amount of money in order to start the game.

It should be appreciated that although a processor 38 and memory device 40 are preferable implementations of the present invention, the present invention can also be implemented using one or more application-specific integrated circuits (ASIC's) or other hard-wired devices, or using mechanical devices (collectively referred to herein as a "processor"). Furthermore, although the processor 38 and memory device 40 preferably reside on each gaming device 10 unit, it is possible to provide some or all

of their functions at a central location such as a network server for communication to a playing station such as over a local area network (LAN), wide area network (WAN), Internet connection, microwave link, and the like. For purposes of describing the invention, the controller includes

5 the processor 38 and memory device 40.

Referring to Figs. 1 and 2, to operate the gaming device 10, the player must insert the appropriate amount of money or tokens at coin slot 12 or bill acceptor 14 and then pull the arm 18 or push the play button 20. The reels 30 will then begin to spin. Eventually, the reels 30 will come to a
10 stop. As long as the player has credits remaining, the player can spin the reels 30 again. Depending upon where the reels 30 stop, the player may or may not win additional credits.

In addition to winning credits in this manner, gaming device 10 also preferably gives players the opportunity to win credits in a bonus round.
15 This type of gaming device 10 will include a program that will automatically begin a bonus round when the player has achieved a qualifying condition in the game. This qualifying condition can be a particular arrangement of indicia on the display window 28. The gaming device 10 also includes a display device such as a display device 32 shown in Fig. 1 enabling the
20 player to play the bonus round. Preferably, the qualifying condition is a predetermined combination of indicia appearing on a plurality of reels 30. As illustrated in the three reel slot game shown in Fig. 1, the qualifying

condition could be the text "BONUS!" appearing in the same location on three adjacent reels.

Referring still to Fig. 1, the present invention of the gaming device 10 is largely embodied in a display device 32 except for certain peripheral input devices 33, described below, which are either mounted to the gaming device or remote from the gaming device. The remainder of the description proceeds as follows: (i) a description of the different apparatus and methods for activating the bonus round is provided; (ii) a description of the different embodiments of the payable display is provided; and (iii) a description of the different apparatus and methods for selecting different paytables is provided.

Activating the Paytable Displays

Referring now to Fig. 3, a front plan view of the display device 32 illustrating a touch screen method of activating the payable information is shown. After the reels 30 spin and stop, the display device 32 displays a plurality of symbols, shown generally as symbols "A" through "O". The present invention enables the player to access all payable information concerning the symbols "A" through "O" displayed on the display device 32.

Fig. 3 illustrates the preferred embodiment for activating the payable display, wherein the display device 32 includes a touch screen

46 and touch screen controller (not shown), as described above. It is well known in the art to include touch screens in gaming devices. The game preferably makes the symbols "A" through "O" separate, selectable input devices 33 via the touch screen 46 interface. Selecting the area displaying the "A" symbol sends a different input to the controller than does selecting the "H" symbol or "N" symbol. Each symbol can thereby invoke or activate a separate payable. When the player 52 touches or selects a symbol, such as the symbol "L" as illustrated in Fig. 3, the game activates and displays the appropriate payable. The different payable embodiments are described in detail below.

Referring now to Fig. 4, a front elevation view of the display device 32 and an external roller 54 are shown illustrating the roller and cursor embodiment for activating the payable information. This embodiment does not require a touch screen 46 and an associated touch screen controller, however the embodiment can contain such devices. The display device 32 can be any known video monitor, television screen, dot matrix display, CRT, LED, LCD or electro-luminescent display. The display device 32 can be color or monochrome although, preferably, the display is color.

The embodiment of Fig. 4 preferably includes a roller 54, which can move a cursor 56 around different areas of the display device, so that the cursor 56 can "land on" and thereby select one of the symbols, such as

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symbols "A" through "O". The roller 54 can be any type of digital input device such as a mouse, a joystick or even a plurality of maintainable pushbuttons, wherein each pushbutton maintains a different direction. The roller 54 can alternatively be a light pen, which is known in the art. A
5 light pen device works in conjunction with a video monitor adapted to be contacted by the light pen. The player presses the light pen onto a desired area or symbol of the video monitor 32. The light pen emits a light pulse, which the display device can detect, so that the coordinates of the light pen on the display device can be determined. Fig. 4 shows a roller
10 ball 54, such as the type commonly found on video game machines, which can be mounted directly to the panel of the gaming device 10.

The cursor 56 is preferably a conventional arrow as is commonly used in commercially available software. Software adapted to simulate the cursor preferably enables the player to manipulate the cursor 56 to
15 any area on the display device 32 within the boundary created by the reels 30 and the symbols "A" through "O". That is, the player preferably cannot move the cursor outside of the reels onto extraneous indicia and/or selectors.

Fig. 4 also illustrates a selector 58. The selector 58 can be an area
20 of a touch screen 46 adapted to send an input to the controller. The selector 58 can also be an external input device 33 mounted on the panel of the gaming device 10. When the player selects the selector 58, the

game activates the symbol, e.g., "A" through "O", upon which the cursor points. The cursor accordingly does not preferably point to two separate symbols simultaneously. The player can thus quickly activate the payable display for any symbol by rotating the roller 54 so that the cursor 56
5 lays upon a desired symbol, whereupon the player selects the selector 58.

Referring now to Fig. 5, a display device 32 and a separate remote control device 60 are shown illustrating a remote control embodiment for activating the payable information. As with the roller and cursor embodiment, the remote control embodiment of Fig. 5 does not require a
10 touch screen 46 and an associated touch screen controller, however the embodiment can contain such devices. The display device 32 can likewise be any known video monitor, television screen, dot matrix display, CRT, LED, LCD or electro-luminescent display.

The remote control device 60 can be any known device, employing
15 any known signal frequencies, for sending a plurality of remote signals to the gaming machine. Fig. 5 illustrates the control device containing fifteen selectors, one selector for each symbol on the reels 30 of the display device 32. The player 52 is shown selecting the 15th selector of the control device 60, which corresponds to the "O" symbol of the display
20 device 32. Using this method, the player can activate the payable display for any symbol by selecting the selector on the control device 60 corresponding to the desired symbol "A" through "O".

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The remote control embodiment is preferably employed when the gaming device 10 is a pub-style table-top game (not shown) that a player operates while sitting or standing some distance from the gaming device. The present invention is particularly useful in such a situation because the player may not have the ability to select or see an entire pay table for every symbol but nevertheless requires pay table information. It should be appreciated that the scope of the present invention is not limited to the examples illustrating the three activation embodiments discussed, wherein variations in the disclosed apparatus can achieve the same result using the methods disclosed.

Paytable Embodiments

Referring now to Fig. 6, a front elevation view of the display device 32 illustrating one example of the configuration and spatial relationship of a payable display 62 relative to the gaming device 32 is shown. When the player activates a symbol (through a suitable activation method), the gaming device activates and displays a payable display, such as payable display 62. Fig. 6 illustrates a preferred embodiment, wherein the game places the display in a relatively central location on the display device 32.

As illustrated in Fig. 6, the game preferably does not employ a second display device such as display device 28. Alternatively, the game can place the payable display 62 in a secondary display device. The

game can utilize a portion or all of the display device 32 and can place the payable display 62 in any portion of the gaming device. The game can call forth the payable display 62 in the same location, regardless of the position of the chosen symbol. Alternatively, the game can selectively
5 place the payable display closer to the chosen symbol.

The game can maintain the display of the underlying indicia, e.g. the symbols "A" through "O", and other game theme indicia. Alternatively, the game can blank-out or provide no background or underlying indicia and thus highlight the payable displays. The game suitably differentiates
10 the payable display 62 from the reels 30 and associated symbols, so that a player can easily read and understand the information contained in the payable display. The game can additionally provide an audio production through the speakers 34, which provides or otherwise discloses the information of the payable display 62. Alternatively, or in addition to the
15 display 62 and/or the audio production, the present invention contemplates providing a video animation or motion picture production in conjunction with the information disclosure. Such a dynamic visual display increases the player's entertainment and enjoyment.

Referring now to Fig. 7, a front elevation view of the payable
20 display 64 is shown illustrating a first payable embodiment, wherein a single display includes all information pertaining to a single symbol of the gaming device of the present invention. The payable 64 contains five

types of payable or pay information concerning a particular symbol, namely: (i) base game payouts 66 of the symbol or any combination containing the symbol; (ii) bonus round information 68 such as triggering combinations containing the symbol; (iii) multiplier information 70 involving the symbol; (iv) substitute information 72 involving the symbol; and (v) scatter pay information 74 involving the symbol.

It should be appreciated that the payable display 64 can provide more or less information and is not limited to providing the information described herein. Base game pay information 66 preferably includes "of a kind" information, such as the pay for obtaining an "L, L" or "L, L, L, L". Base game pay information 66 also preferably includes combination information such as the pay for obtaining combinations including an "L" such as the "L, M, N, O" shown in the payable 64.

Bonus round information 68 preferably includes all symbol combinations including the selected symbol that will trigger a bonus round or bonus event. The payable 64 illustrates three combinations having the selected symbol "L" that will trigger a bonus round. It should be appreciated that a single "L" symbol or other "of a kind" combination can also trigger a bonus round. Bonus round information 68 is not limited to triggering combinations. If a symbol is used in the bonus round, bonus round information 68 can also include bonus pay information involving the

symbol (e.g., base game pay information 66 format but involving the bonus round).

Multiplier information 70 includes all information about the selected symbol and combinations including the symbol, wherein the symbol or
5 combination having the symbol causes the game to multiply the pay of a winning combination. For example, payable 64 discloses that one or more "L's" in addition to a winning combination doubles the pay of the combination. Multiplier information 70 can include many variations from the above example. For instance, obtaining an "L" as part of a winning
10 combination, as opposed to in addition to the combination, can multiply the pay of the combination. The multiplier can likewise be 3X, 4X, etc.

Substitute information 72 includes all information about a selected symbol involving the symbol's ability to substitute for other symbols in winning combinations. For example, the payable 64 discloses that an "L"
15 symbol can substitute for an "A", "E", "I", and "O" symbol, where these symbols, in a defined combination, produce a base game award.

Scatter pay information 74 includes all information about a selected symbol that is specific to a scatter pay. In a scatter pay, the game pays the player for any winning combinations that appear on the reels either
20 the display window 28 or on the display device 30. That is, the winning combinations do not have to occur on a defined payline. The winning

combinations can occur in any configuration on the displayed symbols, even vertical combinations (i.e., two symbols of the same reel).

5 Symbols or combinations can operate the same in a scatter round as they do in the regular base game. Alternatively, symbols or combinations can act differently, and such differences create scatter pay information 74. For example, referring to the paytable 64, an "L, L, L, L" combination normally pays 10,000 credits, as shown in the base game information 66. In the scatter round, an "L, L, L, L" combination pays 5,000 credits, as shown in the scatter pay information 74. It should be appreciated that the implementor can create any difference according to the overall math of the machine and is not limited to lessening the pay as shown.

10 Paytable 64 of Fig. 7 provides all pertinent information, described above, for a single symbol. It should be appreciated that the implementor can provide more or less types of information than the types described above. The game preferably stores a paytable 64 for each symbol. When a player activates a symbol, e.g., touches it, the game displays the appropriate paytable. The paytables 64 will contain overlapping information. A winning combination "L, M, N, O" will appear in each of the constituent paytables.

20 Referring now to Figs. 8A through 8E, a second payable embodiment is shown, wherein a payable display includes less than all

information for a single symbol. In this embodiment, the game maintains a plurality of paytables for a single symbol. For example, Fig. 8A illustrates the payable 76 which includes only base game pay information 66 for the single symbol "L". Fig. 8B illustrates the view of the payable 78 which includes only bonus round information 68 for the single symbol "L". Fig. 8C illustrates the payable 80 which includes multiplier information 70 for the single symbol "L". Fig. 8D illustrates the payable 82 which includes substitute information 72 for the single symbol "L". Fig. 8E illustrates the payable 84 which includes scatter information 74 for the single symbol "L".

The embodiment illustrated by Figs. 8A through 8E is not limited to displaying only one type of information on a single payable display. For example, one payable display can contain base game pay information 66, and multiplier information 70 for the symbol "L", while a second payable display contains bonus round information 68, substitute information 72 and scatter information 74. The implementor can create any number of payable displays having any combination of desired types of information. Preferably, the combinations together comprise each of the types of payable information. This embodiment differs from the last in that there is more than one display for a single symbol.

Referring now to Fig. 9, a fragmentary front elevation view of the payable display 86 is shown illustrating a third payable embodiment,

wherein a single display includes all information for all symbols of the gaming device. The embodiment illustrated by Fig. 9 includes the well known method of having one display containing all payable information for every symbol. Such paytables in today's games can be up to ten
5 pages or screens deep, which requires the player to spend a good deal of time looking for the desired information. However, when the player inputs a request for obtaining payable information on a specific symbol to the gaming device of the present invention (e.g. through the methods described above), the game immediately scrolls to and displays the
10 desired section of the payable.

Fig. 9 illustrates the payable 86, which contains all types of information for all symbols of the gaming device 10. The fragmentary view shows a representation of the information areas 66, 68, 70, 72 and 74 for the symbols "K", "L", and "M". The game preferably only displays the
15 desired information, e.g., the symbol "L", onto the display device 32 (not shown). This is, the information for the symbols "K" and "M" is shown here to illustrate that the overall payable containing more than one symbol. The portion displayed on the display device 32 only preferably includes the "L" information. The game can alternatively additionally display a
20 portion or all of the information for neighboring symbols such as "K" and "M" onto the display device 32. The game can immediately display payable information for the symbol "L" or provide a desirable effect, such

as showing the present invention scrolling through a blurred payable 86 until reaching the section containing the letter "L".

Referring now to Figs. 10A through 10E, a fourth payable embodiment is shown, wherein a payable display includes less than all
5 information for all the symbols. In this embodiment, the game maintains a plurality of paytables having different types of information on all the symbols. For example, Fig. 10A illustrates a fragmentary view (symbols "K," "L" and "M") of the payable 88 which includes only base game pay information 66 for all the symbols. Fig. 10B illustrates a fragmentary view
10 (symbols "K," "L" and "M") of the payable 90 which includes only bonus round information 68 for all symbols. Fig. 10C illustrates a fragmentary view (symbols "K," "L" and "M") of the payable 92 which includes only multiplier information 70 for all the symbols. Fig. 10D illustrates a fragmentary view (symbols "K," "L" and "M") of the payable 94 which
15 includes only substitute information 72 for all the symbols. Fig. 10E illustrates a fragmentary view (symbols "K," "L" and "M") of the payable 96 which includes only scatter information 74 for all the symbols.

The embodiment illustrated by Figs. 10A through 10E is not limited to displaying only one type of information on a single payable display as
20 discussed above with respect to Figs. 8A through 8E. Each type of information, however, is preferably displayed in one or the displays. As discussed with Fig. 9, the payable displays 88, 90, 92, 94 and 96 each

contain payable information for every symbol of gaming device 10. The game immediately scrolls to and displays the desired section of the payable, shown here as the symbol "L".

The displays only preferably contain the desired information, e.g., the symbol "L", but can alternatively additionally display a portion or all of the information for neighboring symbols. The symbols "K" and "M" are shown to illustrate that the paytables contain information on more than one symbol. The game can immediately display payable information for the symbol "L" or provide a desirable effect, such as scrolling through a blurred payable before reaching the desired symbol.

Negotiating Through Multiple Paytable Displays

It should be appreciated that the payable embodiments of Figs. 8A to 8E and 10A to 10E have at least two payable displays and require a method by which the user can call forth or access a desired type of information. It should also be appreciated that negotiating through multiple displays of the present invention, wherein each display contains information concerning a symbol for which the player desires information is much less taxing and time wasting than negotiating through display after display of non-desirable information.

Referring now to Fig. 11, the payable display 62 (shown earlier in Fig. 6) has a scrolling method for selecting different payable displays. In

particular, the gaming device 10 preferably provides a single selector 98, which can be an area of a touch screen 46 adapted to send an input to the controller or an external input device 33 mounted on the panel of the gaming device 10. The controller and the selector 98 are preferably
5 adapted so that the player can select the button and scroll to the next payable of the selected symbol.

Fig. 11 illustrates the payable 62 having base game pay information 66. The game preferably provides a suitable message, on the selector 98 or elsewhere, such as a specific one, "push for bonus
10 information on the symbol 'L'" or a general one, "select for more information". When the player selects the selector 98, the game displays the payable display 62 having bonus round information 68 (i.e., different information), and switches the message, if specific, to a prompt for another type of information. The player can proceed in this manner to
15 access all the types of information for the symbol. The scrolling method illustrated by Fig. 11 applies to both the single symbol payable embodiment illustrated by Fig. 8 and the "all symbols" payable embodiment of Fig. 10.

Referring to Fig. 12 a front elevation view of the payable display 62
20 is shown illustrating an individual selector method of selecting different payable displays. In this method, the gaming device 10 preferably provides a different selector for each payable display. Fig. 12 illustrates a

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selector 100 to for displaying a base game pay 66 payable; the selector 102 for displaying a bonus round information 68 payable; the selector 104 for displaying a multiplier information 70 payable; the selector 106 for displaying a substitute information 72 payable; and the selector 108 for
5 displaying a scatter pay information 74 payable. It should be appreciated that the present invention provides suitably marked selectors for paytables having a plurality of the above or other types of payable information.

Each of the selectors can be an area of a touch screen 46 adapted to send an input to the controller or an external input device 33 mounted
10 on the panel of the gaming device 10. After choosing a desired symbol, the player selects the selector corresponding to the type of information desired. The individual selector method applies to both the single symbol payable embodiment illustrated by Fig. 8 and the "all symbols" payable embodiment of Fig. 10.

15 Another method contemplated by the present invention for enabling a player to view each payable display containing one or more types of payable information includes adapting the controller to sequentially scroll through the various payable displays or pertinent portions of the payable displays. The controller displays, for example, a payable display (or area
20 thereof) containing desired base game pay information 66, bonus round information 68 and multiplier information 70 for five seconds. The controller then displays a payable display (or area thereof) containing

desired substitute information 72 and scatter pay information 74 for three seconds.

The implementor can set the time of each payable display of a sequence for any amount of time. The time preferably enables the player
5 to comfortably view the display, but does not delay the normal operation of the game. It is well known in the art to set a timer or otherwise programmably create a sequence of events. The sequencing method requires no extra simulated or electro-mechanical input device. The sequencing method also applies to both the single symbol payable
10 embodiment illustrated by Figs. 8A through 8E and the "all symbols" payable embodiment illustrated by Figs. 10A through 10E.

It should be appreciated that in the player selectable embodiments, the player can use the same symbol activation device or method or a different device or method to return to the symbol display. In the
15 sequencing method, the game can automatically return to the symbol display. Alternatively, the sequencing method can provide a suitable selector that enables the player to interrupt the sequence and immediately return to the symbol display.

While the present invention is described in connection with what is
20 presently considered to be the most practical and preferred embodiments, it should be appreciated that the invention is not limited to the disclosed embodiments, and is intended to cover various modifications and

equivalent arrangements included within the spirit and scope of the claims.
Modifications and variations in the present invention may be made without
departing from the novel aspects of the invention as defined in the claims,
and this application is limited only by the scope of the claims.

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